

## **AMENDMENTS TO THE SPECIFICATION:**

Please replace the abstract of the disclosure originally provided on page 17 of the application by the following amended abstract :

A software library using a 3D graphics engine to produce a real time 3D particle explosion effect is provided. The particle explosion effect creation tool allows users to create their own particle explosion effect by defining their own shapes in a graphics image data file graphically defining a plurality of explosion parameters of the video particle explosion effect. Particles are driven by a particle system algorithm that is controlled by real-world attributes such as gravity, direction and dispersion. These attributes can be keyframed by the users within a video editing application to produce specific 3D Particle explosion effects such as transitions and filters on video or graphics.

Please replace the title of the invention originally indicated on page 1 of the application before paragraph 001 with the following amended title :

Method and Apparatus for Graphically Defining a Video Particle Explosion Effect